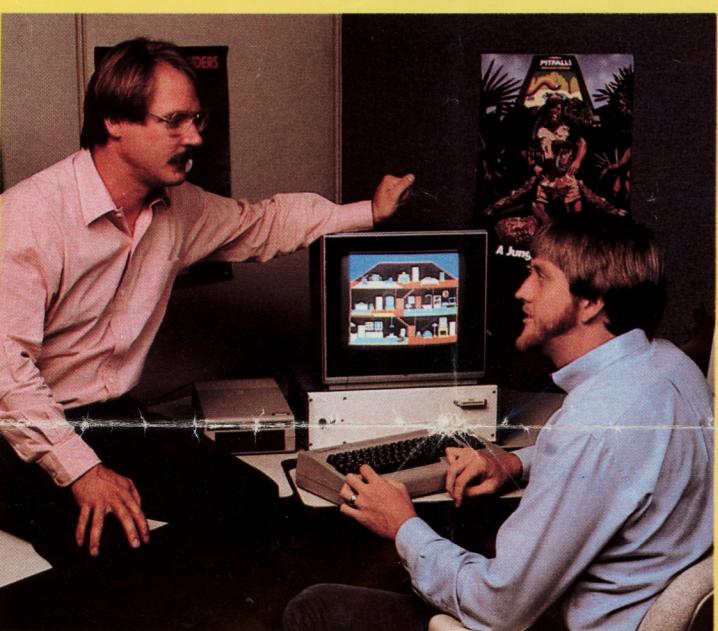


# DISCOVER THE LITTLE COMPUTER PEOPLE™

## THE DISCOVERY

Months of exhaustive research finally defined the method by which the beings could be lured out of the computer, allowing observation of them. It was determined that what the beings wanted most was a comfortable environment to live in, so we designed a 2½ storey house that resides in software on a diskette or cassette and can be loaded into the computer. The house has a large living room, an efficient kitchen, a comfortable bedroom, a bathroom, a study and a recreation room.

Our initial work proceeded using Commodore 64/128 computers. It was in early July that the "house on a disk" was first loaded into an Apple II computer and a subject moved in. The significance of the Apple find lies in the reinforcement of our hypothesis that the little computer people live inside all computers.

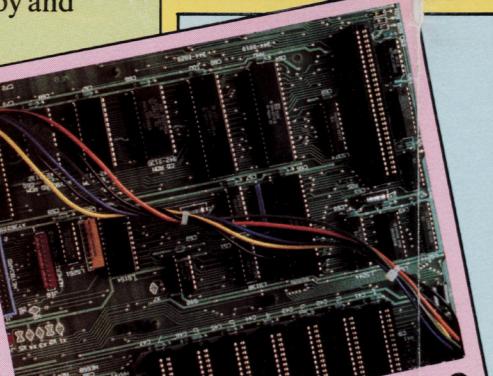


## OBSERVATIONS

We are currently studying the culture of approximately twelve different subjects. The following lists common traits exhibited by all subjects.

1. As with homo sapiens, there is a basic need to eat, drink and sleep.
2. Full use is made of the many amenities provided in the house.
3. They appear to be health-conscious and routinely brush their teeth, shower and exercise.
4. They take good care of their pets and make sure they are fed regularly.
5. They have demonstrated a desire to communicate and can read and write English.
6. They can be moody—at one moment happy and at another moment a bit sad.

This last point opens discussion of the various means of interaction we, as researchers, have had with the little people. We have been able to communicate by typing messages on the keyboards of our research computers and are able to ring the telephone in the house as well as set the alarm clock for a desired time. We also, of course, take care to provide food and water on a regular basis. We have also recently developed the capability of providing food for the subjects' dogs. These capabilities, combined with our ability to give a reassuring pat on the head, have allowed for an extraordinary rapport to develop between researchers and subjects.



## PREVIOUS ADDRESS

One might say the Little Computer People have certainly moved up (and out) in the world. With sharp circuit boards, hot resistors, humming capacitors and who knows what else, it's a wonder the Little Computer People even retained a sense of humour!

## CHRONOLOGY OF THE DISCOVERY

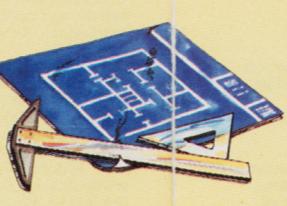
**1977**

It was a typically warm, lazy August night in California. Children laughing. Dogs barking in the distance. But, on a quiet Palo Alto street, in a nondescript 2-car garage, a hand-assembled prototype of the world's first home computer was set on top of a work-bench. Two tired engineers beamed as they admired their hard work. They had only the slightest idea of what they had actually "created."



**1984**

In sunny Southern California, artist/composer Rich Gold was off key. Every D-flat he hit on his computer resounded back as a D-sharp. Not a pretty sound.



Perched atop a not-so-comfortable stool, with a large mug of root beer in one hand and his chin in the other, he had problems. A pesky "glitch" had been haunting him. Perfect code was going in, but mumbo-jumbo was coming out.



**1985**

It's a time of growth in many ways. Forces are joined. David Crane spearheads Activision's Research Group, and a breakthrough is quickly achieved. The very first Little Computer Person is spotted. A fully functional 2½ story "house-on-a-disk" is devised, and an actual LCP moves in!



## FEATURES

1 Recreation Room. Everything a product of the electronic generation could want—stereo and TV included. Piano is well tuned.

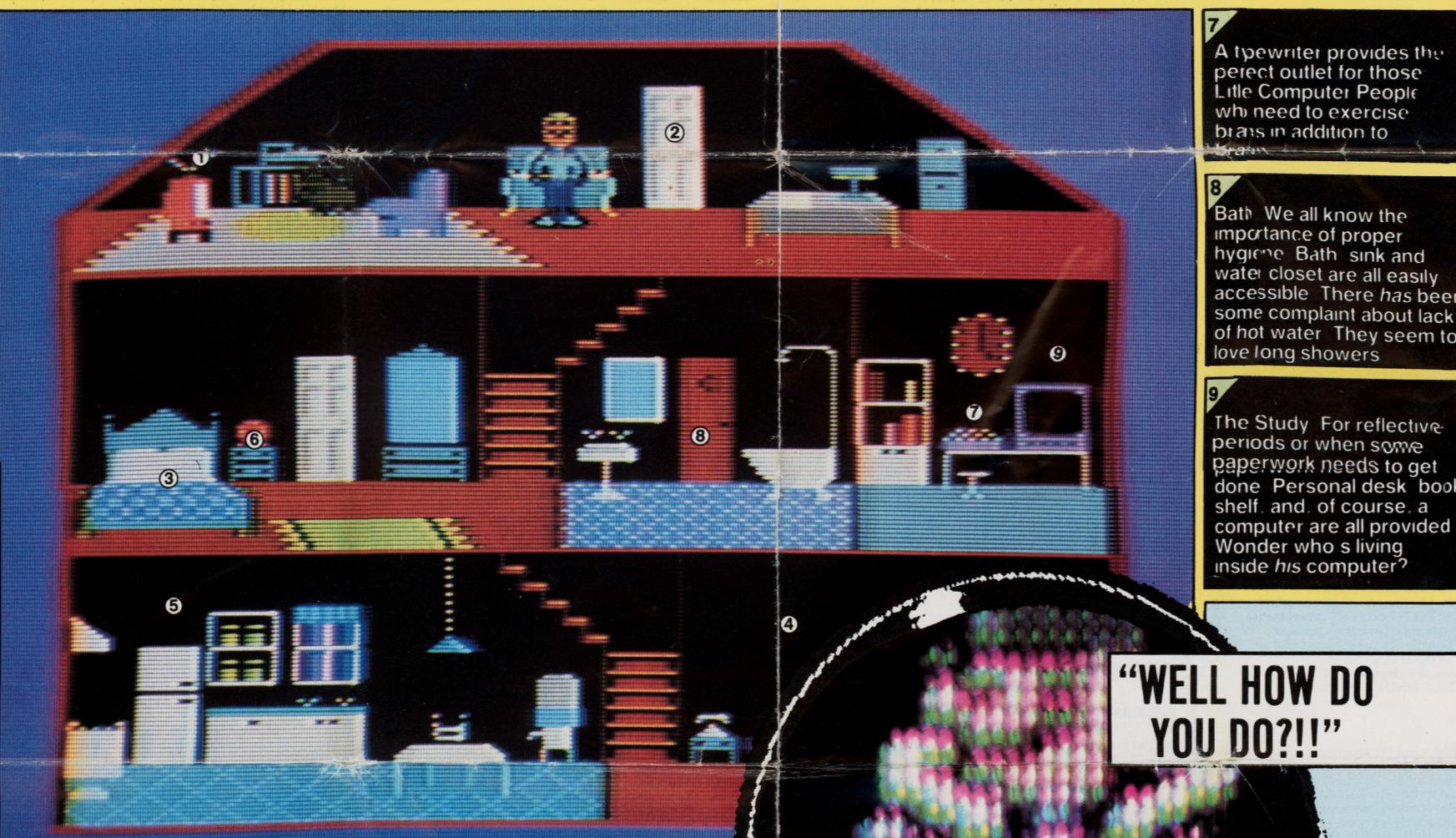
2 The closet has become quite popular. Researchers don't know why. Little Computer People aren't saying. It's a mystery yet to be unravelled by researchers.

3 Sleeping Quarters. Quite comfortable. Designers seemed to hit it just right here. The selection of extra-firm beds offers maximum restfulness. Little Computer People have developed back problems due to cramped quarters. (Water beds are not allowed, due to possible computer damage.)

4 Living Room. Spacious. Very nice fireplace and cozy armchair make this a favorite hideaway. Phone works and is within easy reach.

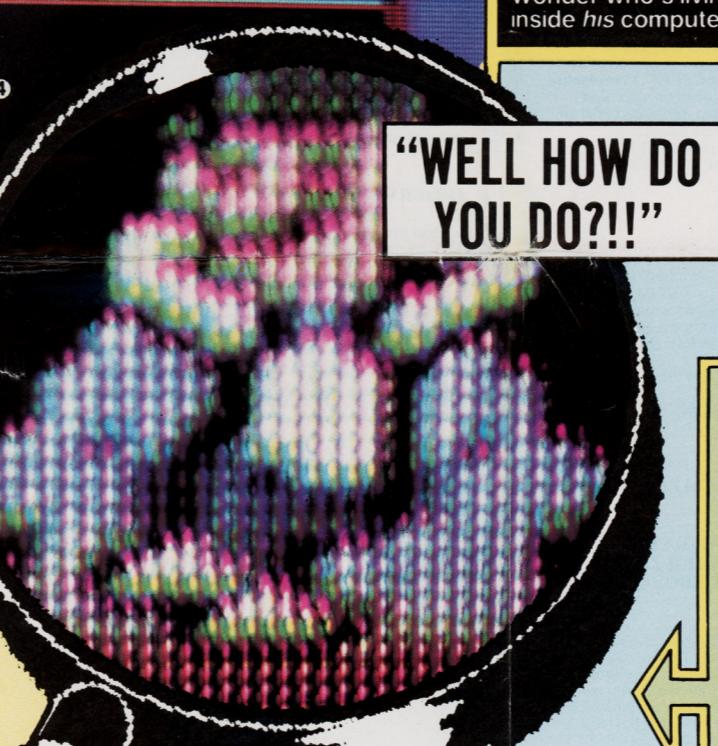
5 The Kitchen. Comes equipped with fridge, stainless steel sink, stove and cabinets for foodstuff. The water bottle must be kept filled.

6 Dresser seems to be particularly well-received. The alarm clock, however, may not be applauded by all Little Computer People.



## REMARKABLE RESIDENCE

This house-on-a-cassette, still considered experimental research software, is an ingenious device which attracts a Little Computer Person out of the hidden recesses of a very typical home computer.



REAL PHOTOGRAPH OF A  
LITTLE COMPUTER PERSON

We weren't quite sure how to caption this paragraph. The man shown is Rich Gold. This picture was taken minutes after the very first Little Computer Person reared his tiny head in public (so to speak). The researchers had been working all night and everybody was reportedly exhausted. A lot of folks weren't quite sure what to make of the discovery. As you can see, Rich wasn't either.

David Crane is one of the leaders of the Activision Research Group. He recently took time out from his research duties to discuss a fascinating aspect of the "big discovery" with MCP magazine.

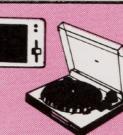
**Modern Computer People:** You've made contact. You've observed them. You've even gotten to "know" a couple of the little computer inhabitants. Have you made any head-way in actually *understanding* what they're saying?

**David Crane:** Not exactly. We can communicate with them in written English, but the general public will not be able to decipher what we call LPS... Little People Speak.



## RECORD YOUR OBSERVATIONS HERE

FORMS OF RELAXATION



## SLEEPING HABITS



## APPETITE



## APPEARANCE

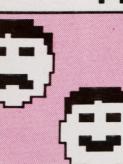


## WATCH OUT!

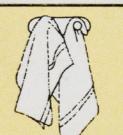
Remember you are completely responsible for the care and maintenance of your Little Computer Person and his pet. Like all living creatures, your LCP needs regular food and water, and he will become sick if you allow his supplies to run out.



## PERSONALITY



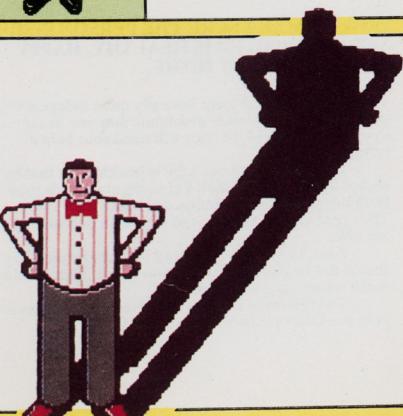
## HYGIENE



## MUSICAL ABILITY



## OVERALL HEALTH/EXERCISE



However, the little guy in this computer behind me here in the lab seems to be extraordinarily articulate... perhaps even bilingual. Maybe he's been subjected to language programs, or perhaps he's been overseas.

**MCP:** How can you tell that?

**DC:** He's got an accent.

**MCP:** And you've actually "talked" to him?

**DC:** No, not really. Let's just say I understand, in a very limited way, some rudiments of syntax and structure... sort of the same way scientists can communicate with dolphins. In other words, I guess at it.

**MCP:** Well, he seems to be trying to get your attention... what's he saying?

**DC:** Could be...uh-huh...uh huh...he might be hungry...or, he wants to be petted...or maybe he'd like you to extinguish your cigar.

**MCP:** What?

**DC:** Cigar smoke leaves a dirty residue on the TV screen...probably obscures his vision.

**MCP:** He can't *really* see us?

**DC:** Yes...Well...Oh, excuse me...he's speaking again.

**MCP:** Now, what's he saying?

**DC:** He's saying that your tie clashes with your sports jacket...or what do you think of European economics..?

**MCP:** What is the future of the Little Computer People Project?

**DC:** Languages, dialects, slang—it's all ahead of us. It'll probably take years before we can hold a meaningful conversation.

**MCP:** Sounds like you're doing fairly well right now.

**DC:** Well, let's just say it's—small talk...just small talk...so to speak.

# A Computer Owner's Guide To Care Of And Communication With LITTLE COMPUTER PEOPLE

Instructions for Commodore 64™/128™



## LETTER OF INTRODUCTION

Dear Fellow Researcher,  
We're writing to you from the Activision Little Computer People Research Group.

As you may have read, we suspected for quite some time that there was something living inside most computers. But we didn't know who, what or how many there were.

After years of research, hard work and creative speculation, we invented what finally became the turning point in this arduous investigation: the "House-On-A-Cassette".

When our first Little Computer Person so tentatively entered his new "home", it was an experience beyond explanation. You'll soon see what we mean.

From that moment on, we have been collecting volumes of information on the Little Computer People; what their personal habits are, what they like, what they don't like, etc.

We now believe that every single computer has its own Little Computer Person.

The preceding guide is a compilation of what's currently known about providing for the little person inside your computer. We thus guide you on the outline. But remember, this is just the beginning of your own.

There are many questions that are still unanswered. And only through the support and cooperation of people like yourself will we ever be able to fully understand our newfound friends.

Sincerely,

*David Crane* *Sam Nelson*

David Crane and Sam Nelson  
For the Activision Little Computer People Research Group

## MAKING CONTACT

Every time you follow the procedure outlined in this section of the guide, you will begin a new research session with your Little Computer Person (hereafter referred to as your LCP).

## GETTING STARTED

- Turn on computer.
- Insert the "HOUSE-ON-A-CASSETTE" into your cassette player and make sure the tape is fully rewound.

- If using a Commodore 128, place it in C64 mode by holding down the Control key and turning the computer on. Then proceed as C64 instructions.

- Make sure that all peripherals connected to your drives and printers are disconnected.

- If using a Commodore 64, press down the SHIFT key. Without releasing the SHIFT, press down the RUN/STOP key. Release the RUN/STOP key and then the SHIFT key. Your screen will read "PRESS PLAY ON TAPE". Please follow these instructions. The blue screen will then read "FOUND LITTLE PEOPLE". The screen will go blank followed by multi-coloured horizontal lines. This is the loading sequence and will take a few minutes.

After a short wait, your LITTLE COMPUTER PEOPLE RESEARCH PROJECT will appear.

## ENTERING TIME

The format for entering time is HH/MM, where HH stands for the hour and MM stands for the minute. Use zeros in front of numbers less than 10. Type AM or PM.

For example, to enter three minutes past one o'clock in the afternoon, type: 01:03, then PM, then press RETURN.

Twelve o'clock midnight should be entered: 12:00 AM, then press RETURN.

Twelve o'clock noon should be entered: 12:00 PM, then press RETURN.

## CARE AND FEEDING OF YOUR LITTLE COMPUTER PERSON

## HOW TO MAKE SURE THE PERSON INSIDE YOUR COMPUTER IS HEALTHY, HAPPY AND TOTALLY AT HOME.

Although LCP's are basically quite independent, once they move into their new home they are, in a sense, living in your world. So they will need your help in certain areas.

To ensure that your LCP is healthy, see that he always has food and water. (The dog also needs food.) Both hunger and dehydration can make LCP's sick. They generally turn green and lie in bed when they are sick.

Also, because they tend to be quite active, they should not be allowed to sleep too much. They would much rather have your attention.

The following is a list of keyboard operations to help you take optimum care of your LCP.

## CARING FOR PHYSICAL NEEDS

Hold the CONTROL key down and press the designated letter to care for your LCP's physical needs.

- (CTRL) F - Food is delivered to his front door.
- (CTRL) W - Water tank. Each time you press W, approximately one glass of water is added to the water tank.
- (CTRL) A - Rings the alarm clock.
- (CTRL) D - Leaves dog food at the front door. Your LCP will do the rest.

## CARING FOR EMOTIONAL NEEDS

Addressing the physical needs of your LCP is relatively easy. To know if he needs food or water, you simply look to see if his supply is running low.

Addressing emotional needs, however, takes much more sensitivity and careful study. First of all, you must be aware of his different moods. So far, we've discovered four distinct moods in the Little Computer People:

Happy  
He's probably getting plenty of attention.



Content  
He's fine but could be better.  
(See MOOD BOOSTERS).



Sad  
Needs MOOD BOOSTING immediately.



Sick  
This happens when he has gone without food and water for quite a long time.



## MOOD BOOSTERS

There are several ways to elevate the mood of your LCP. Studies indicate that some ways are more effective than others. New techniques are constantly being reviewed and discovered. Please record your own discoveries.

(CTRL) C - A phone call.

Many LCPs enjoy receiving phone calls - unless they are constantly interrupted to the point of irritation. We have not yet deciphered their spoken language, nor discovered with whom they chat.

(CTRL) P - Physical contact. In order to pet your LCP, he must be sitting in his easy chair in the living room. Call him to his chair, press (CTRL) P and he will know you want to pet him.

We haven't found one yet who doesn't respond instantly to this.

(CTRL) R - Leaves a record for his stereo at the front door.

(CTRL) B - Leaves a book at the front door.

## RECREATION AND RELAXATION

Most LCPs are very good at entertaining themselves. They're good pianists and have been heard to play compositions from Bach to Boogie Woogie. They also like their record collections. In fact, if you make gifts of albums to them (see MOOD BOOSTERS), they will appreciate your thoughtfulness, but so far they seem to prefer playing their old favorites.

We've noticed that some LCPs exercise frequently. Many seem to enjoy playing with their computers or sitting down in their easy chairs with the newspaper we've provided. You may even be able to talk them into building a fire in the fireplace. (See KEYBOARD COMMUNICATION, next section.)

## KEYBOARD COMMUNICATION

We recently found that we can communicate quite extensively with LCPs by typing sentences using the computer keyboard. These sentences can be in the form of questions, suggestions or requests. We use them to evoke a wide range of responses and reactions from LCPs. You can do the same.

Though we are just beginning to scratch the surface, here are a couple of requests we have tried.

Please type a letter for me.

LCPs are especially responsive to good manners. So remember to incorporate words like "please" and "thank you" into your requests.

## OBSERVATIONS

Use your wall chart to record your observations. You will quickly start to notice distinct character traits in your particular LCP. A detailed record of these traits is very important to the research project as a whole.

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Twelve o'clock noon should be entered: 12:00 PM, then press RETURN.

Your contribution to this monumental study of new human life forms is most highly appreciated. Thank you once again for your interest and time.

The Activision Little Computer People Research Group.

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Although LCP's are basically quite independent, once they move into their new home they are, in a sense, living in your world. So they will need your help in certain areas.

To ensure that your LCP is healthy, see that he always has food and water. (The dog also needs food.) Both hunger and dehydration can make LCP's sick. They generally turn green and lie in bed when they are sick.

Also, because they tend to be quite active, they should not be allowed to sleep too much. They would much rather have your attention.

The following is a list of keyboard operations to help you take optimum care of your LCP.

## NU VOLGT EEN LIJST MET COMPUTER COMMANDO'S WAARMEE UAAN UW LCP'S FYSIEKE BEHOEFTEN KUNT VOLDOEN.

Houdt de CONTROL toets ingedrukt. De volgende commando's worden aangeleverd aan de voordeur.

- (CTRL) F - Voedsel wordt aangeleverd aan de voordeur.
- (CTRL) W - Water tank. Elke keer als u de W toets indrukt, komt er ongeveer een glas water in de tank bij.
- (CTRL) A - Laat de wekker rinkelen.
- (CTRL) D - Voedsel voor de hond wordt aangeleverd aan de voordeur.

## Handleiding voor Computerbezitters om hun LITTLE COMPUTER PEOPLE te Verzorgen en om met hen te Kommuniceren

## DE GEESTELIJKE VERZORGING.

Aan de fysieke behoeften van uw LCP te voldoen is relatieve eenvoudig. U kunt zien of hij nog voldoende voedsel en water heeft.

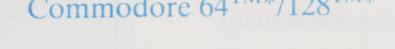
De geestelijke verzorging daar tegen verlangt meer invloedsvormen en gedegen onderzoek. Daar toe eerst de toestand van z'n humeur te herkennen. Tot nu toe hebben we de volgende 4 stadia in zijn humeur kunnen ontdekken.

## Instrukties voor de Commodore 64™/128™

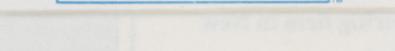


## Bijl

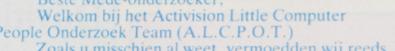
Hij krijgt waarschijnlijk voldoende aandacht.



Tevreden  
Het gaat goed met 'm, maar 't kan beter (zie opkickers)



Droevig  
Heeft onmiddellijk opkickers nodig



Ziek  
Dit gebeurt er wanneer hij lange tijd geen eten en water gehad heeft.



## OPKICKERS

Er zijn verscheidene manieren om het humeur van uw LCP op te peppen. Studies tonen aan dat sommige manieren effectiever zijn dan andere. Nieuwe technieken worden voortdurend herontdekt en ontdekt.

Leg uw eigen opkickers vast.

Vele LCP's zijn gek op telefoontjes - totdat ze er teveel door gestoord worden waarna het ze gaan irriteren. We hebben hun taal nog niet kunnen ontcijferen, evenmin weten we wie ze zijn.

(CTRL) C - Luchtelijk kontakt (in de vorm van een aap op een bol). Tot nu toe hebben we er nog niet één gevonden die hier direct op reageert.

Let op! Om uw LCP een aap over de hond te kunnen geven dient hij in zijn makkelijke stoel te zitten. Alles (CTRL) P indrukt weet hij dat u wilt doen en zal hij, hoogstaande, naar zijn stoel gaan.

(CTRL) R - Bezoekt een grammofonplaats aan de voordeur.

(CTRL) B - Dekent op een stoel aan de voordeur.

Let besten Grullen

EENFURHRSBRIEF

Lieber Forscher-Kollege:

Wir freuen uns, Sie in unserer Activision Little Computer People Forschungsgruppe begrüßen zu dürfen.

Vielelleicht haben Sie schon gelesen, daß wir schon seit einiger Zeit den Verdacht hatten, daß die meisten Computer bewohnt sind. Wir wußten aber nicht von wem.

Nach vielen Jahren der Forschung, harter Arbeit und schöpferischer Spekulation machen wir ein

Ergebnis: Einne erste Little Computer Person (kleiner Computerbewohner) vorschlägt ihr neues "Zuhause"

Als unsere erste Little Computer Person (kleiner Computerbewohner) vorschlägt ihr neues "Zuhause"

"House-On-A-Cassette".

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